

CLAIM AMENDMENTS

The following listing of claims replaces all prior listings and versions of claims in this application.

1.-27 (Canceled)

28. (Previously Presented) A system for monitoring player financial transactions in a gaming environment for tracking player losses and winnings, comprising:

a plurality of gaming devices; and

a financial transaction host, the financial transaction host in communication with each of said plurality of gaming devices via a communication network, said financial transaction host including memory for storing at least one data file corresponding to a player and identifiable with a player identification, said at least one data file including financial information including at least monetary amounts associated with the player for use in playing one or more of said plurality of gaming devices,

wherein the financial host is configured to:

- (a) determine an amount of a wager made by the player at one or more of the plurality of gaming devices;
- (b) place a limit on an amount won from the wager;
- (c) determine an amount won from the wager and compare the amount won to the limit on the amount won; and
- (d) if the amount won exceeds the limit, prevent the player from continuing to play at the machine where the wager was made and other of the plurality of gaming machines in communication with the financial host over the communication network.

29. (Previously Presented) The system in accordance with claim 1 including at least one player identification input device for accepting said player identification.

30. (Previously Presented) The system in accordance with claim 8 wherein said at least one player identification input device comprises a card reader.

31. (Previously Presented) A method of monitoring and controlling player financial activities in a gaming environment in which a player may play one or more games, comprising:

- generating a financial account corresponding to a player, said account represented by at least one data file, said at least one data file adapted to contain financial information; storing financial information regarding monetary amounts belonging to a player which may be used to play said one or more games;
- automatically creating a data file for the player at a financial transaction host if there is no data file associated with the player, wherein the data file is matched with the player using a unique identifier associated with a remote financial institution;
- determining an amount of a wager made by the player at one or more of the plurality of gaming devices;
- receiving input specifying a threshold win amount limit, above which subsequent play should be limited;
- placing a limit on an amount won from the wager at the threshold win amount limit;
- determining an amount won from the wager made;
- comparing the amount won to the limit on the amount won; and
- if the amount won exceeds the limit, preventing the player from continuing to play at the machine where the wager was made and other of the plurality of gaming machines in communication with the financial host.

32. (Previously Presented) The method of claim 31, further comprising storing the threshold win amount limit in the data file at the financial transaction host.

33. (Previously Presented) The method of claim 31, wherein the threshold win amount limit is specified as an absolute number.

34. (Previously Presented) The method of claim 31, wherein the threshold win amount limit is specified relative to an amount wagered.

35. (Previously Presented) The method of claim 31, wherein the threshold win amount limit comprises a cumulative win limit, and wherein if the amount won exceeds the cumulative win limit, the player is prevented from continuing to play.

36. (Previously Presented) A method of monitoring player financial activities in a gaming environment in which a player may play one or more games comprising the steps of:
generating a financial account corresponding to a player, said account represented by at least one data file, said at least one data file adapted to contain financial information;
storing financial information regarding monetary amounts belonging to a player which may be used to play said one or more games, including a threshold win amount limit, above which subsequent play should be limited;
automatically creating a data file for the player at a financial transaction host if there is no data file associated with the player, wherein the data file is matched with the player using a unique identifier associated with a remote financial institution;
storing financial information regarding monetary amounts expended by a player in playing said one or more games;
determining player loss from said financial information;
determining an amount won from said financial information;
comparing the amount won to the limit on the amount won; and
preventing said player from utilizing monetary amounts associated with said account to play said one or more games for at least a period of time if said determined player loss meets certain criteria or if the amount won exceeds the limit.